

20 (New) The game system of claim 11, wherein said control unit is operative to control each of the plurality of game machines so as to synchronize the start of race games respectively executed by the plurality of game machines.

21 (New) The online game method of claim 1, further comprising computing by said control unit integrated odds which are common among all of the plurality of game machines based on betting odds inputted by each player at each of the plurality of game machines.

22 (New) The game system of claim 11, wherein said control unit is operative to compute unit integrated odds which are common among all of the plurality of game machines based on betting odds inputted by each player at each of the plurality of game machines.

23 (New) The online game method of claim 1, wherein the races executed by the plurality of game machines are independent of each other.

24 (New) The game system of claim 11, wherein the races executed by the plurality of game machines are independent of each other.

25 (New) The online game method of claim 1, further comprising collecting by said control unit executing states of the races and presenting the collected race execution states to the players surrounding all the game machines using at least one of visual information and auditory information in real time.

26 (New) The game system of claim 11, wherein said control unit is operative to collect executing states of the races and present the collected race execution states to the players surrounding all the game machines using at least one of visual information and auditory information in real time.

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